



THE RED STAR

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP™ System. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP™ System's wireless network feature to off when using the PSP™ System on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ System's wireless network feature could interfere with the proper operation of the pacemaker.

The background of the entire page is a stylized illustration of a soldier in a trench. The soldier is wearing a green military uniform with a red star emblem on the collar. He is holding a submachine gun in his right hand and has a determined expression. In the background, another soldier is visible, also holding a submachine gun. The scene is set in a trench with barbed wire and a cityscape in the distance. The top of the page has a red banner with the text 'THE RED STAR' in white.

THE RED STAR

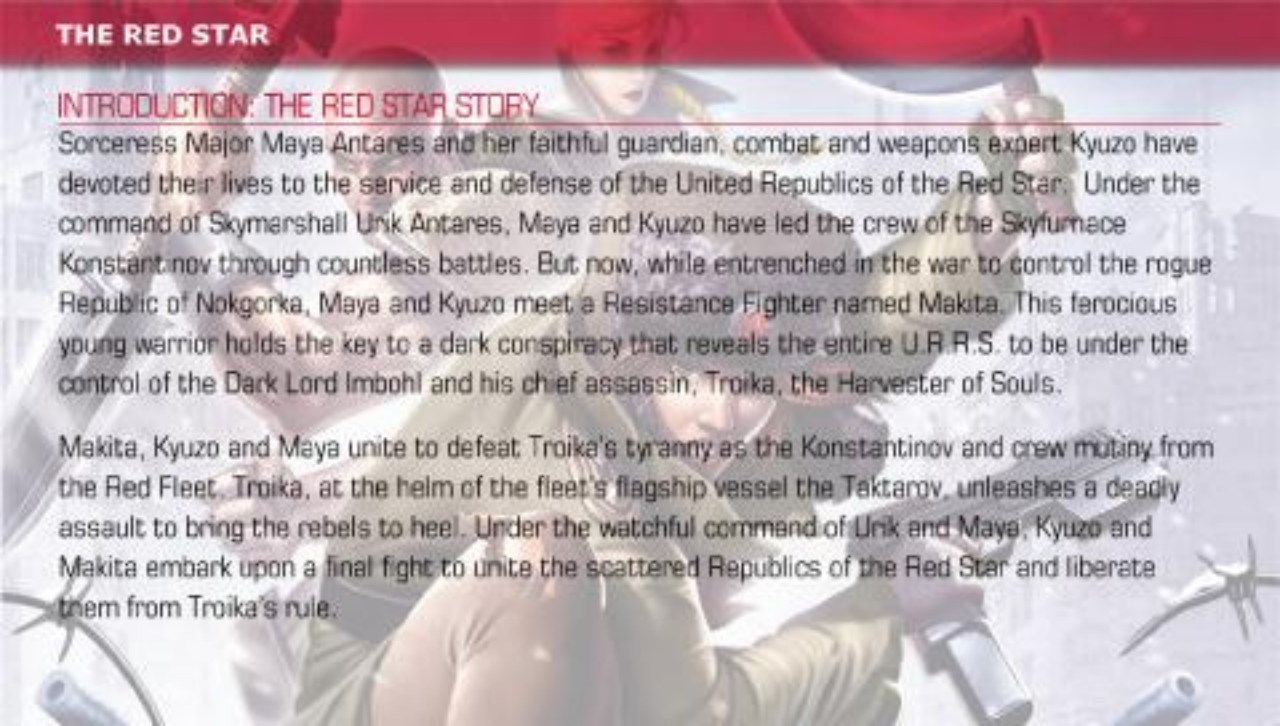
GETTING STARTED

SETTING UP YOUR PSP™ (PlayStation®Portable) System

For more information on setting up your PSP™ System, refer to the instructions in the manual supplied with the PSP™ System. For more information on getting started, refer to your PSP™ System manual, or visit the website: <http://uk.playstation.com/psp/support/>

BASIC CONTROLS — PSP™ (PlayStation®Portable) System configurations





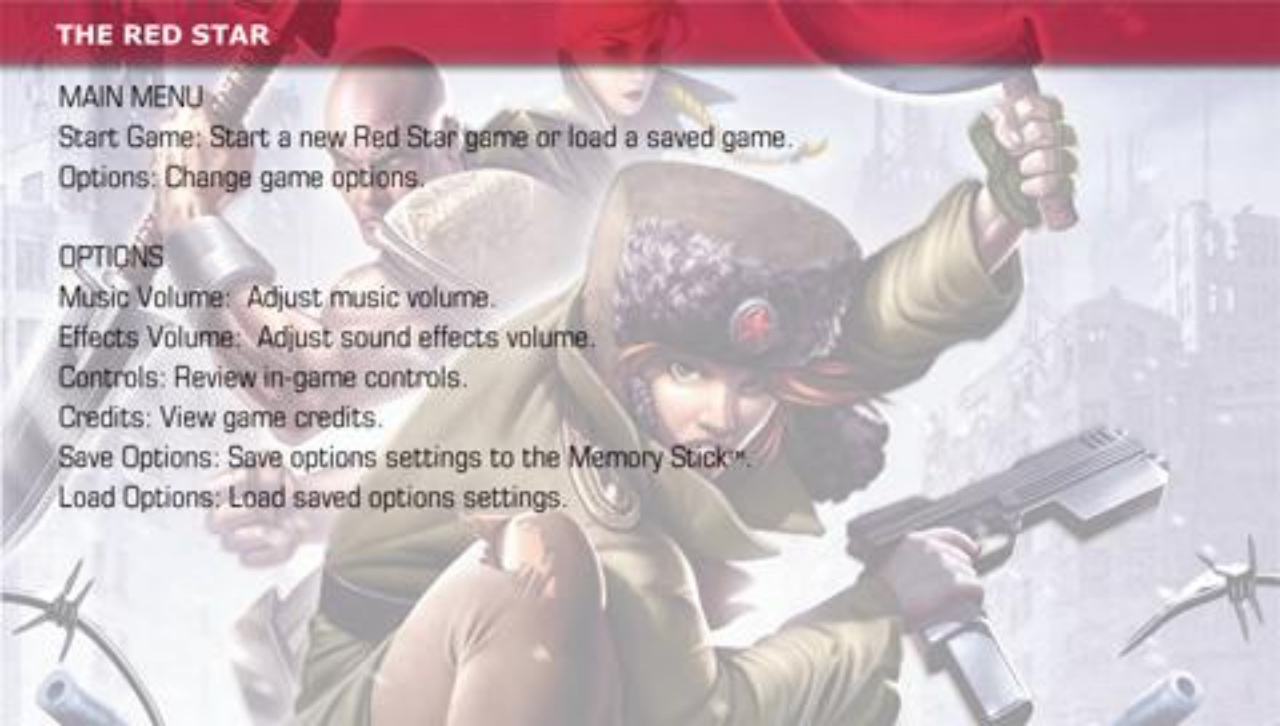
THE RED STAR

INTRODUCTION: THE RED STAR STORY

Sorceress Major Maya Antares and her faithful guardian, combat and weapons expert Kyuzo have devoted their lives to the service and defense of the United Republics of the Red Star. Under the command of Skymarshall Urik Antares, Maya and Kyuzo have led the crew of the Skyfurnace Konstantinov through countless battles. But now, while entrenched in the war to control the rogue Republic of Nokgorka, Maya and Kyuzo meet a Resistance Fighter named Makita. This ferocious young warrior holds the key to a dark conspiracy that reveals the entire U.R.R.S. to be under the control of the Dark Lord Imbohl and his chief assassin, Troika, the Harvester of Souls.

Makita, Kyuzo and Maya unite to defeat Troika's tyranny as the Konstantinov and crew mutiny from the Red Fleet. Troika, at the helm of the fleet's flagship vessel the Taktarov, unleashes a deadly assault to bring the rebels to heel. Under the watchful command of Urik and Maya, Kyuzo and Makita embark upon a final fight to unite the scattered Republics of the Red Star and liberate them from Troika's rule.

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MAIN MENU

Start Game: Start a new Red Star game or load a saved game.

Options: Change game options.

OPTIONS

Music Volume: Adjust music volume.

Effects Volume: Adjust sound effects volume.

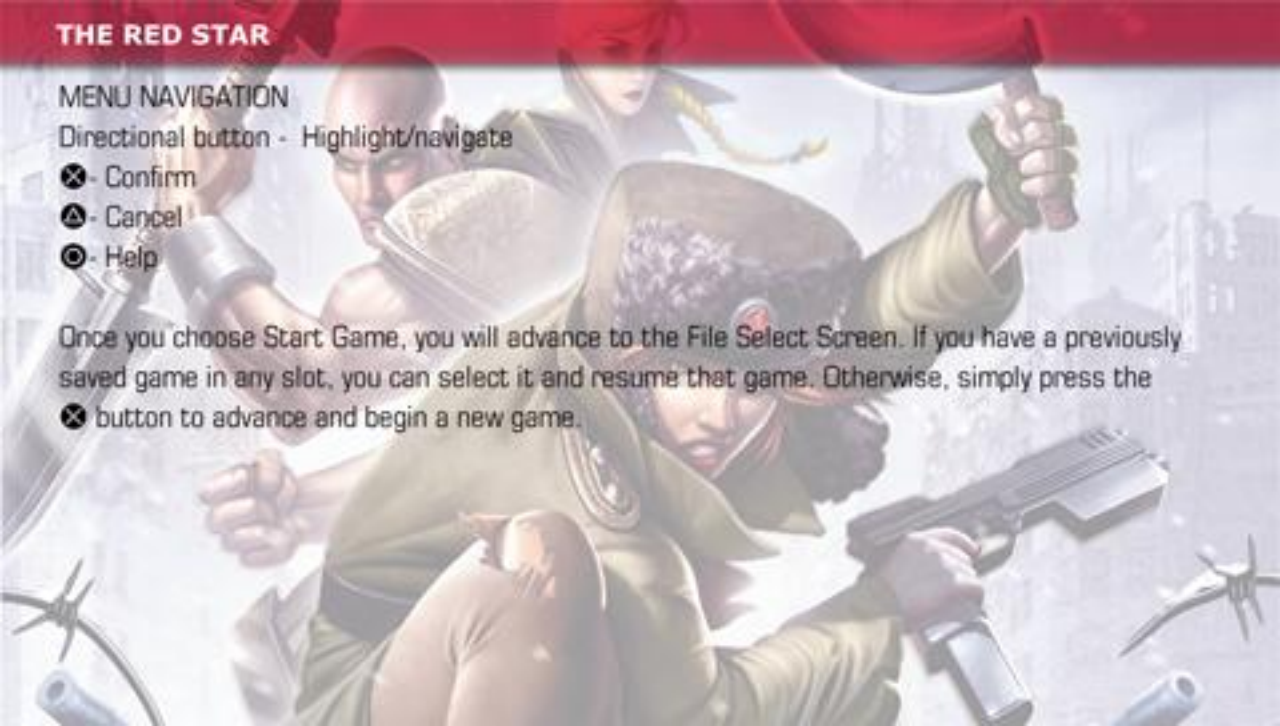
Controls: Review in-game controls.

Credits: View game credits.

Save Options: Save options settings to the Memory Stick™.

Load Options: Load saved options settings.

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MENU NAVIGATION

Directional button - Highlight/navigate

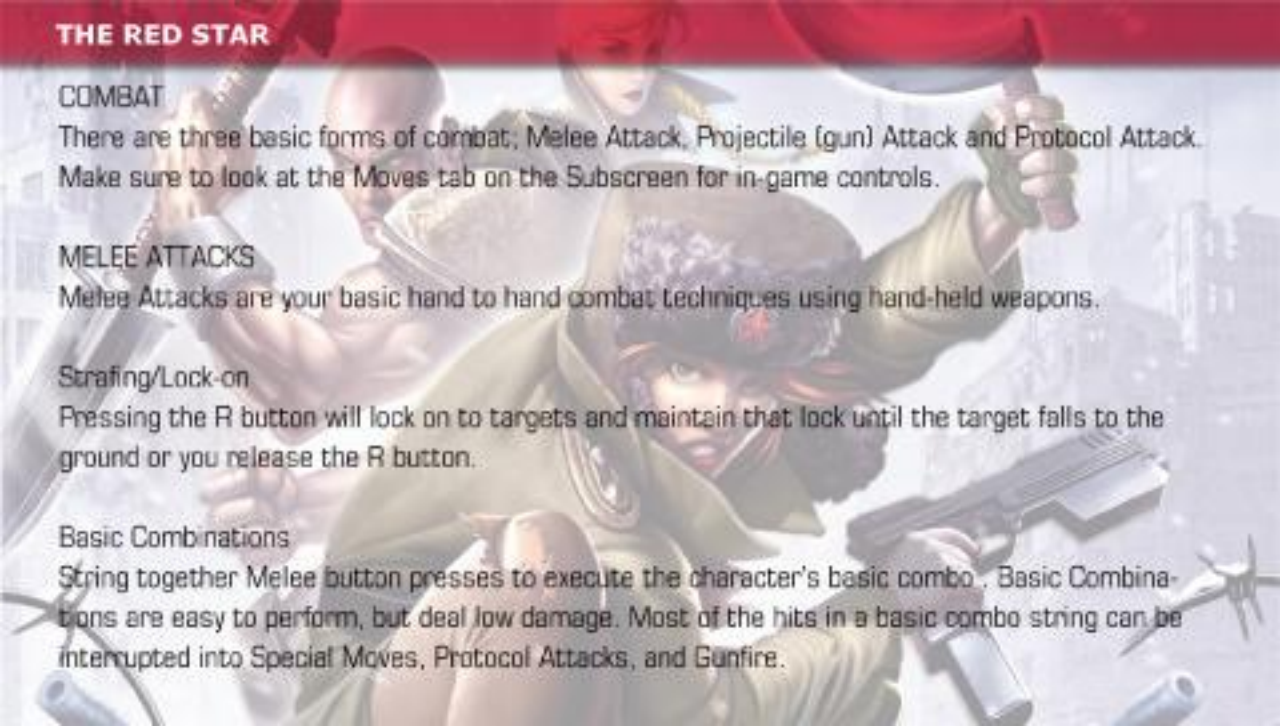
ⓧ - Confirm

△ - Cancel

⦿ - Help

Once you choose Start Game, you will advance to the File Select Screen. If you have a previously saved game in any slot, you can select it and resume that game. Otherwise, simply press the

ⓧ button to advance and begin a new game.



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COMBAT

There are three basic forms of combat; Melee Attack, Projectile (gun) Attack and Protocol Attack. Make sure to look at the Moves tab on the Subscreen for in-game controls.

MELEE ATTACKS

Melee Attacks are your basic hand to hand combat techniques using hand-held weapons.

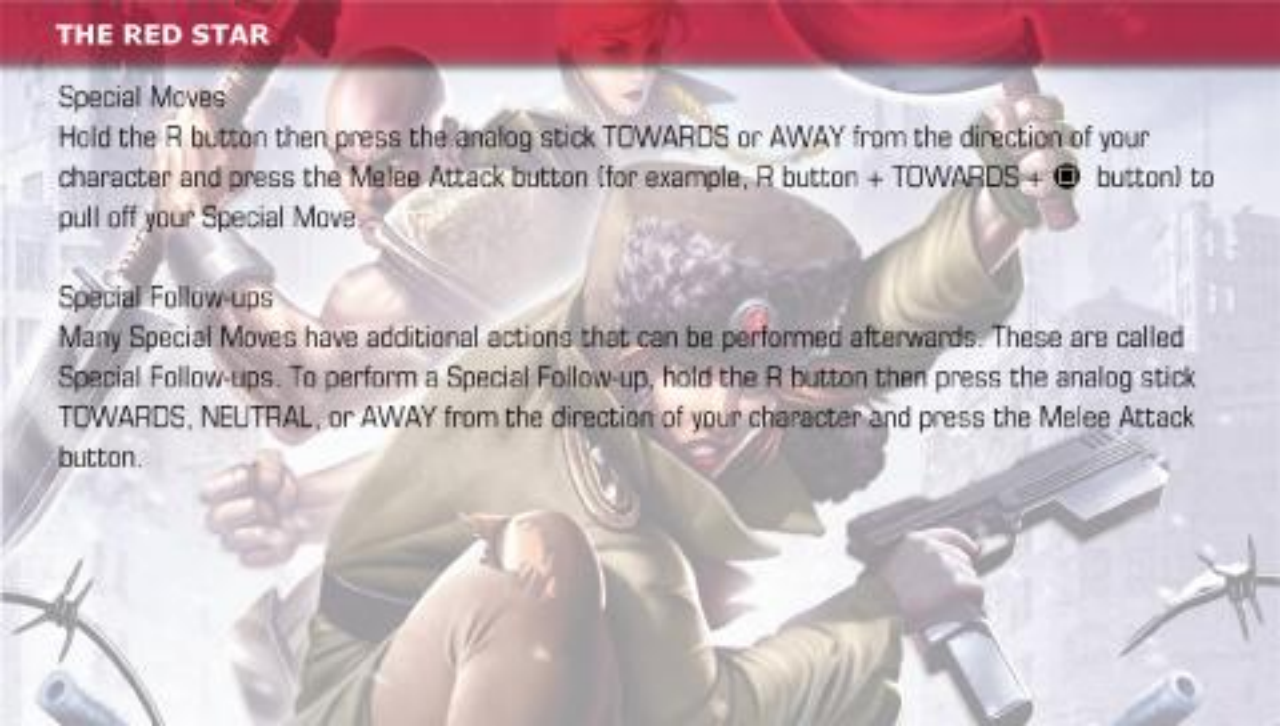
Strafing/Lock-on

Pressing the R button will lock on to targets and maintain that lock until the target falls to the ground or you release the R button.

Basic Combinations

String together Melee button presses to execute the character's basic combo. Basic Combinations are easy to perform, but deal low damage. Most of the hits in a basic combo string can be interrupted into Special Moves, Protocol Attacks, and Gunfire.

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Special Moves

Hold the R button then press the analog stick TOWARDS or AWAY from the direction of your character and press the Melee Attack button (for example, R button + TOWARDS +  button) to pull off your Special Move.

Special Follow-ups

Many Special Moves have additional actions that can be performed afterwards. These are called Special Follow-ups. To perform a Special Follow-up, hold the R button then press the analog stick TOWARDS, NEUTRAL, or AWAY from the direction of your character and press the Melee Attack button.

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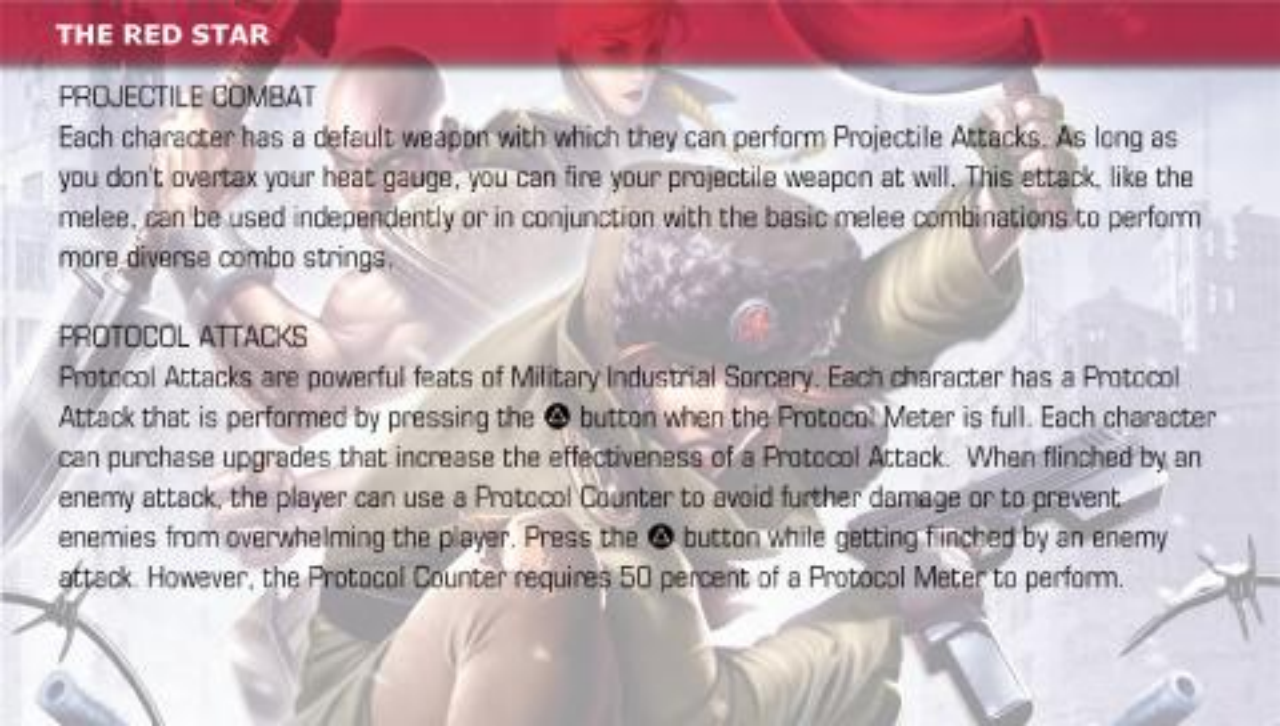
Custom Combos

As explained earlier, Basic Combinations lead into Special Moves, and Special Moves lead into Special Follow-ups. This means that you can perform extended combos by starting with a Basic Combination, canceling into a Special Move, and then finishing with a Special Follow-up. Choose the right sequence of moves to perform on an enemy based on the amount of damage dealt and safety desired.

Ground Attacks

You can attack an enemy that is lying down on the ground by using the Ground Attack. When close to an enemy that is lying down, hold the R button, then press the Melee Button while the analog stick is NEUTRAL.

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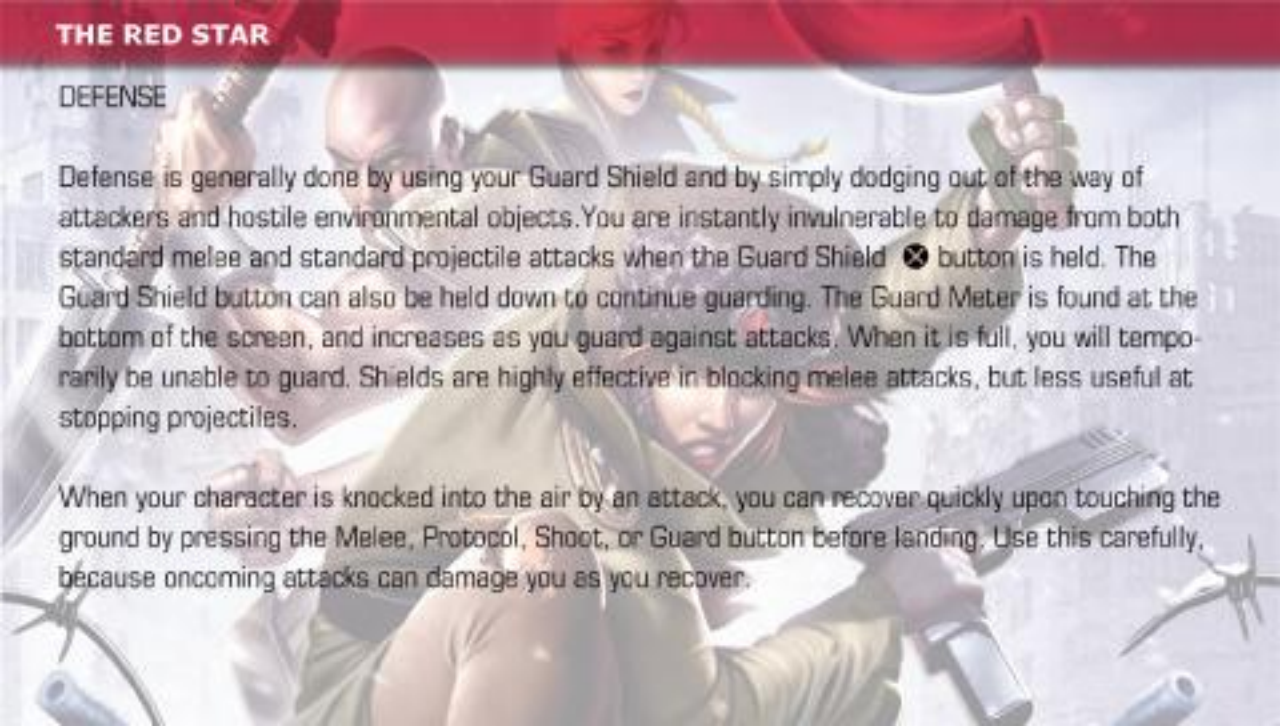


PROJECTILE COMBAT

Each character has a default weapon with which they can perform Projectile Attacks. As long as you don't overtax your heat gauge, you can fire your projectile weapon at will. This attack, like the melee, can be used independently or in conjunction with the basic melee combinations to perform more diverse combo strings.

PROTOCOL ATTACKS

Protocol Attacks are powerful feats of Military Industrial Sorcery. Each character has a Protocol Attack that is performed by pressing the  button when the Protocol Meter is full. Each character can purchase upgrades that increase the effectiveness of a Protocol Attack. When flinched by an enemy attack, the player can use a Protocol Counter to avoid further damage or to prevent enemies from overwhelming the player. Press the  button while getting flinched by an enemy attack. However, the Protocol Counter requires 50 percent of a Protocol Meter to perform.

The background of the entire page is a faded, high-contrast image of soldiers in combat. In the foreground, a soldier is seen from the chest up, wearing a green uniform and a red beret, holding a large red shield. Behind him, another soldier is visible, also in similar attire. The scene is set in a dusty, urban environment with some debris on the ground.

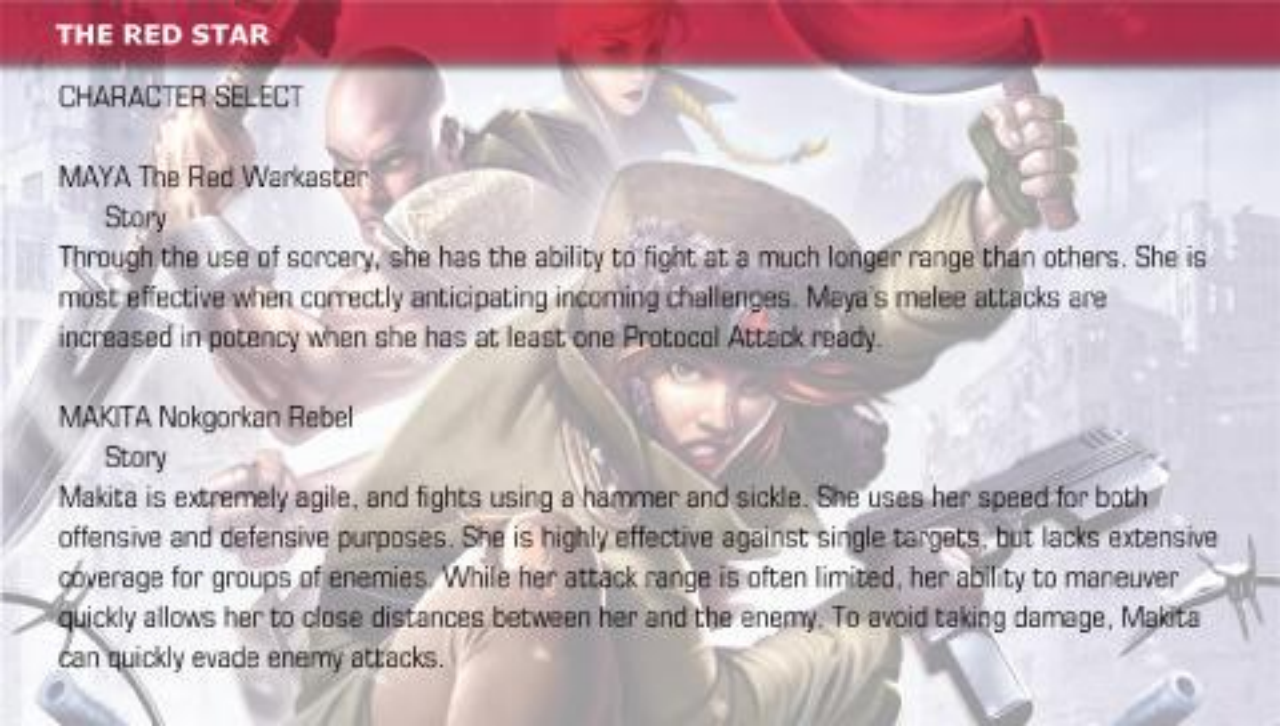
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DEFENSE

Defense is generally done by using your Guard Shield and by simply dodging out of the way of attackers and hostile environmental objects. You are instantly invulnerable to damage from both standard melee and standard projectile attacks when the Guard Shield  button is held. The Guard Shield button can also be held down to continue guarding. The Guard Meter is found at the bottom of the screen, and increases as you guard against attacks. When it is full, you will temporarily be unable to guard. Shields are highly effective in blocking melee attacks, but less useful at stopping projectiles.

When your character is knocked into the air by an attack, you can recover quickly upon touching the ground by pressing the Melee, Protocol, Shoot, or Guard button before landing. Use this carefully, because oncoming attacks can damage you as you recover.

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The background of the page features a stylized illustration. In the foreground, Makita is shown from the chest up, wearing a green military uniform and a brown beret. She has a determined expression and is holding a hammer and sickle. Behind her, Maya is visible, also in a green uniform, holding a large red shield. The scene is set in a hazy, urban environment with some debris on the ground.

CHARACTER SELECT

MAYA The Red Warkaster

Story

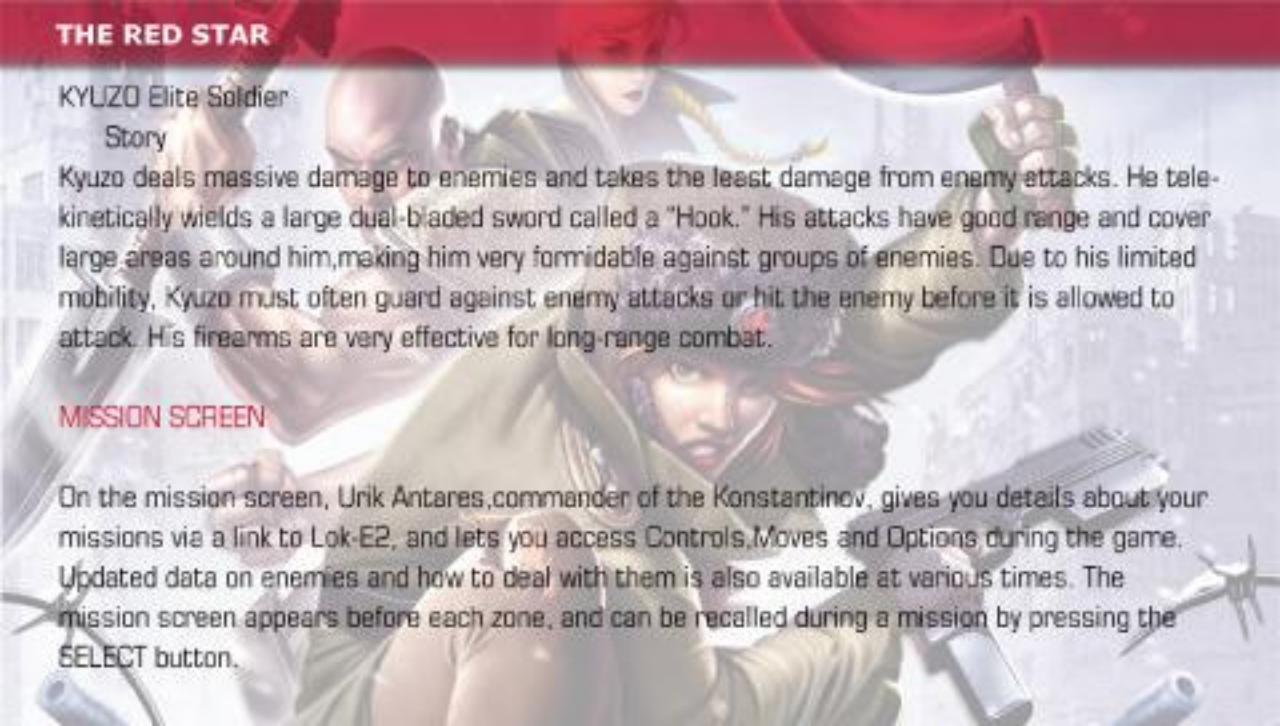
Through the use of sorcery, she has the ability to fight at a much longer range than others. She is most effective when correctly anticipating incoming challenges. Maya's melee attacks are increased in potency when she has at least one Protocol Attack ready.

MAKITA Nokgorkan Rebel

Story

Makita is extremely agile, and fights using a hammer and sickle. She uses her speed for both offensive and defensive purposes. She is highly effective against single targets, but lacks extensive coverage for groups of enemies. While her attack range is often limited, her ability to maneuver quickly allows her to close distances between her and the enemy. To avoid taking damage, Makita can quickly evade enemy attacks.

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The background of the page is a detailed illustration. In the foreground, a soldier with dark hair and a red headband (Kyuzo) is shown in a dynamic pose, holding a large dual-bladed sword. Behind him, another soldier is visible, and in the upper left, a third soldier is partially seen. The scene is set in a war-torn environment with smoke and debris.

KYLZO Elite Soldier

Story

Kyuzo deals massive damage to enemies and takes the least damage from enemy attacks. He telekinetically wields a large dual-bladed sword called a "Hook." His attacks have good range and cover large areas around him, making him very formidable against groups of enemies. Due to his limited mobility, Kyuzo must often guard against enemy attacks or hit the enemy before it is allowed to attack. His firearms are very effective for long-range combat.

MISSION SCREEN

On the mission screen, Urik Antares, commander of the Konstantinov, gives you details about your missions via a link to Lok-E2, and lets you access Controls, Moves and Options during the game. Updated data on enemies and how to deal with them is also available at various times. The mission screen appears before each zone, and can be recalled during a mission by pressing the SELECT button.

THE RED STAR



CREDITS

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THE RED STAR

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THE RED STAR



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Randy Dersham

THE RED STAR COMIC

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Christian Gossett



THE RED STAR

CREDITS

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THE RED STAR

CREDITS

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CREDITS

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Special Thanks
Judy Mui

<http://www.xsgames.biz>

PSP™ System version developed by:
Six by Nine LTD

THE RED STAR

For more information on this game,
please visit
(<http://www.xsgames.biz>)

